

<b>Curriculum Long Term Planning Overview</b>	<b>Key Stage 3</b>	<b>Subject Area: Computer Science</b>	<b>Academic Year: 2022-23</b>
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<b>Year</b>	<b>Study Modules</b>	<b>Autumn Term 1</b>	<b>Autumn Term 2</b>	<b>Spring Term 1</b>	<b>Spring Term 2</b>	<b>Summer Term 1</b>	<b>Summer Term 2</b>
<b>Year 7</b>	<b>Study Modules</b>	E-Safety Game Creation in Kodu/Sploder	Game Creation in Kodu/Sploder	E-Safety Algorithms in Flowol	Python Turtle Programming	E-Safety Multimedia	Multimedia
	<b>Assessment</b>	Baseline test	Design, creation and presentation of Kodu/Sploder game	Understanding and writing of algorithms test	Understanding and writing  Python programmes	Creation of an interactive website with multimedia components	Creation of an interactive website with multimedia components

<b>Year</b>	<b>Study Modules</b>	<b>Autumn Term 1</b>	<b>Autumn Term 2</b>	<b>Spring Term 1</b>	<b>Spring Term 2</b>	<b>Summer Term 1</b>	<b>Summer Term 2</b>
<b>Year 8</b>	<b>Study Modules</b>	E-Safety Web Awareness	Web Awareness	E-Safety Web Design in HTML	Web Design in HTML	E-Safety Python Programming	Python Programming
	<b>Assessment</b>	Creation of video, letter and leaflet on being safe online	Creation of video, letter and leaflet on being safe online	HTML Project	HTML Project	Design, creation and presentation of Python programmes	Design, creation and presentation of Python programmes

<b>Year</b>	<b>Study Modules</b>	<b>Autumn Term 1</b>	<b>Autumn Term 2</b>	<b>Spring Term 1</b>	<b>Spring Term 2</b>	<b>Summer Term 1</b>	<b>Summer Term 2</b>
<b>Year 9</b>	<b>Study Modules</b>	E-Safety Trends in Computing	Digital Graphics	E-Safety Digital Graphics	Advanced Python Programming?	E-Safety WaterWorld Project	WaterWorld Project
	<b>Assessment</b>	Presentation on trends in technology	Design and promote a new smartphone	Design and promote a new smartphone	Design, creation and presentation of Python programmes?	Produce and present project	Produce and present project

<b>Curriculum Long Term Planning Overview</b>	<b>Key Stage 4</b>	<b>Subject Area: Computer Science</b>	<b>Academic Year: 2022-23</b>
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<b>Year</b>	<b>Study Modules</b>	<b>Autumn Term 1</b>	<b>Autumn Term 2</b>	<b>Spring Term 1</b>	<b>Spring Term 2</b>	<b>Summer Term 1</b>	<b>Summer Term 2</b>
<b>Year 10</b>	<b>Study Modules</b>	Systems Architecture Memory Python Programming	Storage Wired and Wireless Networks Network Topologies, Protocols and Layers Systems Security Algorithms Python Programming	Computational Logic Algorithms Systems Software Python Programming	Data Representation	Network Topologies, Protocols and Layers Systems Security Storage Wired and Wireless Networks	Translators and Facilities of Languages NEA Preparation
	<b>Assessment</b>	Year 10 transition exam End of unit assessments	End of unit assessments	End of unit assessments Year 10 assessments	End of unit assessments	End of unit assessments	End of unit assessments Mock Exams

Year	Study Modules	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 11	Study Modules	Ethical, Legal, Cultural and Environmental Concerns Programming Techniques	PPE Revision NEA Python Programming	NEA	Systems Security Programming Techniques	Exam revision/preparation	
	Assessment	End of unit assessments	PPE Exams		PPE Exams End of unit assessments	Revision tasks Practice papers	

<b>Curriculum Long Term Planning Overview</b>	<b>Key Stage 5</b>	<b>Subject Area: Computer Science</b>	<b>Academic Year: 2022-23</b>
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<b>Year</b>	<b>Study Modules</b>	<b>Autumn Term 1</b>	<b>Autumn Term 2</b>	<b>Spring Term 1</b>	<b>Spring Term 2</b>	<b>Summer Term 1</b>	<b>Summer Term 2</b>
<b>Year 12</b>	<b>Study Modules</b>	Legal, Moral, Cultural and Ethical Issues  HTML, CSS and JS  Operating Systems  The Characteristics of Contemporary Processors, Input, Output and Storage Devices  Elements of Computational Thinking  Algorithms	HTML, CSS and JS  CPU  Assembly Language  Elements of Computational Thinking  Algorithms	Types of Processor  Input, Output and Storage  Applications Generation  Procedural Programming  Exchanging Data  Problem Solving and Programming	Procedural Programming  Exchanging Data  Problem Solving and Programming	Exchanging Data  Coursework Preparation	Data Types, Data Structures and Algorithms  Coursework Preparation
	<b>Assessment</b>	Year 12 transition exam  End of unit assessments	End of unit assessments	Mock exams  End of unit assessments	End of unit assessments	End of unit assessments	Year 12 mock exams  End of unit assessments

Year	Study Modules	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 13	<b>Study Modules</b>	OOP Exchanging Data Coursework Project	Exchanging Data Applications Generation Software Generation Coursework Project	Types of Programming Languages Pipelining GPU Coursework Project	Data Type Data Structures Coursework Project	Boolean Algebra  Exam revision/preparation	
	<b>Assessment</b>	Year 13 transition exam End of unit assessments	Coursework project: Analysis and High Level Design End of unit assessments	Coursework project: First draft of Design, Implementation and Testing Mock exams End of unit assessments	Coursework Project: Final Draft End of unit assessments	End of unit assessments Revision, Tests and Mock Papers	